

## REMARKS

Applicants request favorable reconsideration and allowance of the present application in view of the foregoing amendments and the following remarks.

Claims 1, 3, 4, 6-10, 12-19, 24-29, 31, and 32 are pending in the present application. Claims 1, 10, 19, 31, and 32 are the independent claims.

Claims 1, 10, 19, and 31 have been amended and new Claim 32 has been added. Applicants submit that support for these amendments can be found in the original disclosure, and therefore no new matter has been added.

Applicants wish to express their appreciation to Examiners Wang and Brier for granting and conducting a personal interview with Applicants' representative on November 18, 2003. The arguments presented at that interview are summarized below.

Claims 1, 3, 4, 6-10, 12-19, 24-29, and 31 were rejected under 35.U.S.C. §103 as being obvious over U.S. Patent No. 6,445,815 (Sato). Applicants respectfully traverse this rejection for the reasons discussed at the personal interview and summarized below.

As recited in independent Claim 1, the present invention is directed to an augmented reality presentation apparatus for superimposing a virtual object in a real space. In a conventional apparatus of this type, an augmented reality video is formed based on a view of real space and a view of virtual objects from a player's viewpoint position, and that video is displayed for the player. However, if another party wishes to observe the augmented reality video, in the conventional apparatus that party can only view the augmented reality video from the player's viewpoint position.

To address this drawback of the conventional apparatus, the present invention recited in Claim 1 includes, *inter alia*, the features of first video sensing means for sensing

a video of the real space viewed from a first viewpoint position, which differs from any player's viewpoint position, objective viewpoint video display means for displaying an augmented reality video viewed from the first viewpoint position on a screen of a predetermined display apparatus; second video sensing means for sensing a video of the real space viewed from a player's position, and display means for displaying to the player the augmented reality video viewed from the player's viewpoint position on a screen of a player's display apparatus separate from the predetermined display apparatus. According to these features, the apparatus of Claim 1 permits a player to view an augmented reality video from the player's viewpoint position and another party to view an augmented reality video from an objective viewpoint, different from any player's viewpoint, on a separate display.

Applicants submit that Sato fails to disclose or suggest at least the above-mentioned features. In particular, Applicants submit that Sato merely discloses generating an augmented reality video from a player's viewpoint position and presenting it to the player. The Office Action asserts that position/posture sensor 101 corresponds to the claimed first video sensing means. Applicants submit that sensor 101 is not a camera and cannot sense a video image of the real space. Even if a camera could be substituted for position/posture sensor 101, as suggested by the Examiner, Applicants submit that the purpose of that camera would be the same as that of sensor 101, to generate position/posture information regarding 102R. There is nothing in Sato to suggest substituting a camera for sensor 101, sensing a video image of the real space and combining it with a video of a virtual object to generate an augmented reality video from a first viewpoint position which differs from any player's viewpoint position.

Further, Applicants submit that the Office Action attempts to read both the objective viewpoint video display means and the display means for display the video from the player's viewpoint position on LCDs 103. However, Claim 1 recites that the display for the player is separate from the predetermined display of the objective viewpoint video display means. Therefore, Sato also does not disclose or suggest at least these features.

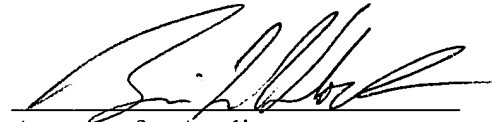
Claim 1 has been amended as discussed during the interview, to further clarify that the term "independently" means --separate--. Also, the term "any" has been inserted to clarify that, if more than one player is present, the first viewpoint position cannot be the viewpoint of another player.

For the foregoing reasons, Applicants submit that Claim 1 is patentable over Sato. Independent Claims 10, 19, and 31, as well as new Claim 32, recite similar features and are believed patentable for similar reasons.

For the foregoing reasons, Applicants submit that this application is in condition for allowance. Favorable reconsideration, withdrawal of the rejection set forth in the above-mentioned Office Action, and an early Notice of Allowance are requested.

Applicants' undersigned attorney may be reached in our Washington, DC office by telephone at (202) 530-1010. All correspondence should continue to be directed to our below-listed address.

Respectfully submitted,

A handwritten signature in black ink, appearing to read "Brian L. Klock", written over a horizontal line.

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